BODE MILLER
ALPINE SKIING

EVERYONE

CONTENT RATED BY ESRB

VALCON GAMES

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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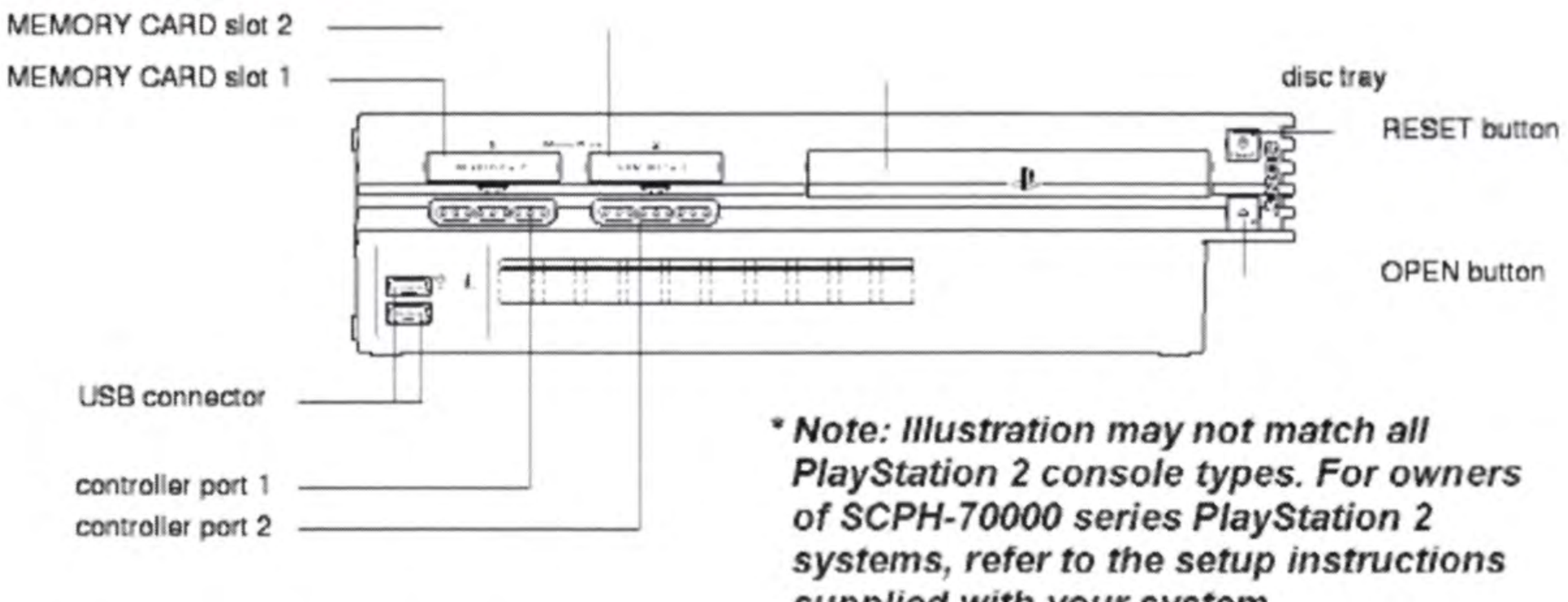
Getting Started*



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Bode Miller Alpine Skiing disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games. Before starting the game, please make sure you have enough free space on the memory card (8MB)(for PlayStation®2).

Introduction

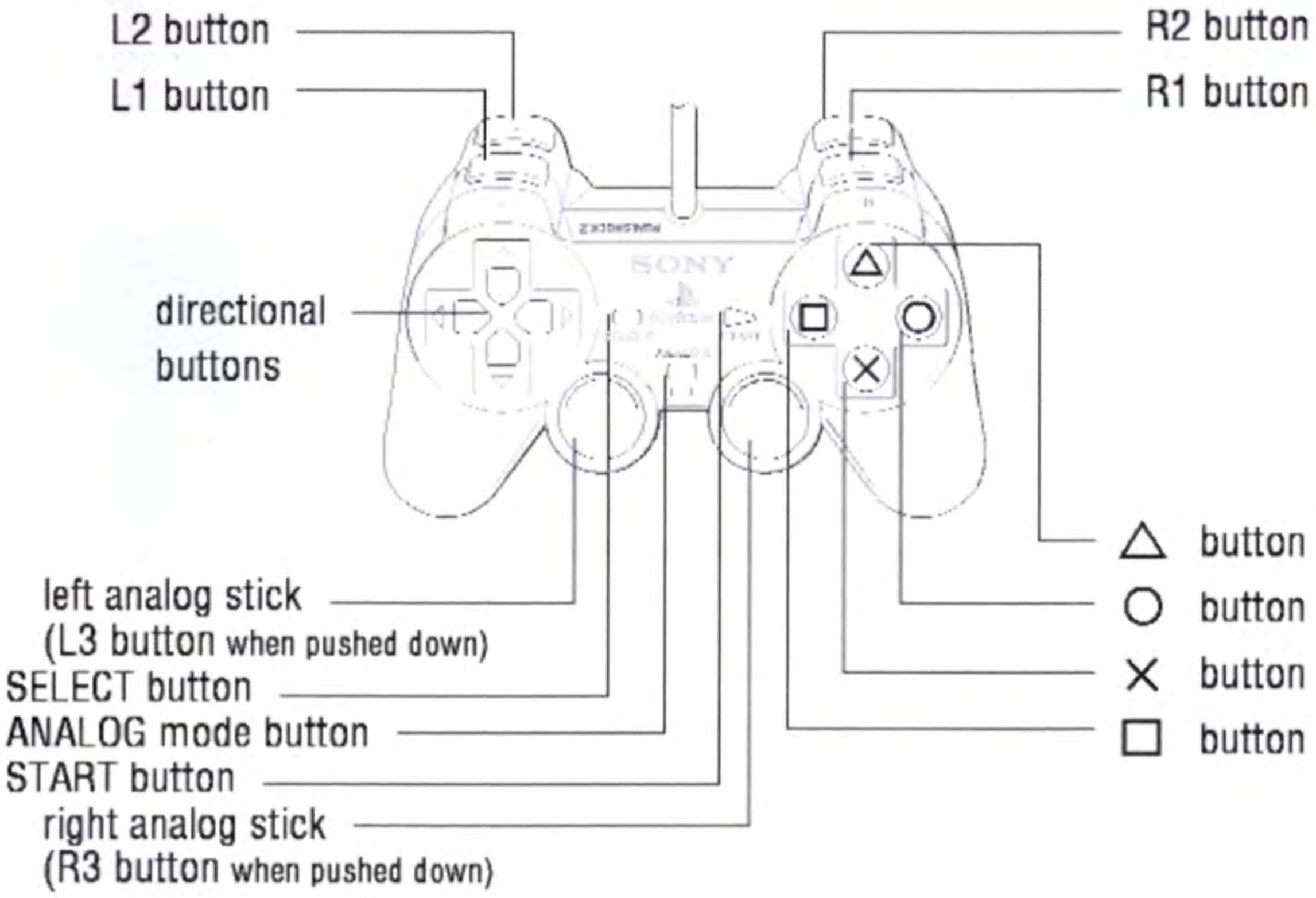
After successfully starting the game you will be presented with the Main Menu.

If you wish to play immediately choose **Quick Start** and press X, or you can practice your skills with the **Practice Mode**. Choose a skier, ski run, and set the weather conditions and get ready for the league.

In **Arcade Mode** you can create your own skiers and Alpine Cups and also compile your favorite ski runs for a virtual competition.

Career Mode lets you create your own skier who can take part in international tournaments and permanently improve his skills and talents. You can use your earnings to buy new gear for your skier in the shop.

Controls



Directional buttons	menu and item selection
Left analog stick	steer skier left and right
⊗ button	tuck/accelerate
⊗ button non-race	confirm/select highlighted menu item
■ button	edge skis (faster turning)
● button	jump
△ button non-race	return to previous screen
START button	in-game pause menu
SELECT button	change in-game view

Racing

Use the left analog stick to move your player to the left and to the right. Press X to crouch, which reduces your air resistance and increases your speed. Releasing X will reduce your skier's speed, which is recommended if you feel you are losing control.

You can edge the skis to take especially hard turns as tightly as possible. To do this, briefly press the ■ button. By pressing the ● button you can have your skier prepare for a jump. The longer you press the button, the farther your skier's jump will be. When you release the button, your skier will begin his jump.

Hint: Do not economize on the equipment! Money spent on better gear is a good investment. A good suit and good skis are the basis of success.

Game Screen

After a ski run has been loaded, you will be presented with a short fly over, letting you see some of the more challenging areas of the run. You can press X to end the fly over at any time. At the bottom of the screen you can see the starting number, your skier's name, and the quality of the wax mixture.

During the race you will be able to see your speed, time taken and number of gates missed in the top right-hand corner. In top left-hand corner there appears the split time when you pass a checkpoint. Below the split time you can see if your skier is running faster (green) or slower (red) than the fastest run time of this race as yet. On the left-hand side you can see a bar, which displays the distance you have covered and the distance you still have to go.

The Start

The dark yellow start bar is used to determine your launch speed. The higher the bar the faster you'll leave the gate. You will have five seconds before you are automatically launched, which is indicated by the right hand blue bar. Press X when the dark yellow bar is as high as possible. An audible signal gives you an additional cue. After the start, the start bar will display the percentage of your starting speed for a short time letting you see how successful your launch was.

If your skier hits a gate hard, or the side barriers they will probably be knocked down and the run will be over.

Each discipline has its own control feeling. In downhill, speed is most important while in slalom the right rhythm makes all the difference.

The Competition

At the beginning of each competition you can choose whether to take part in the test run, in order to familiarize yourself with the track or to start the competitive run immediately.

For the first run the skiers go in reverse order of the current Cup's overall ranking. For the second run the skiers go in reverse order of the ranking from the first run. The other skiers in the tournament are computer-controlled and race automatically. The correct skis for each discipline (Downhill/ Super-G or Giant Slalom/ Slalom) are chosen automatically before each race.

Hint: Look ahead! Concentrate on the track's course and not only on the nearest gate.

RANKING
When you are in a competition, at first the ranking is displayed showing the results of the test run. After the first run the intermediate ranking is displayed. Before the start there is a table in the top left-hand corner of the screen showing the five fastest runs. The flashing name shows the time of the skier in front of you. At the end of the second run, a table shows the results of the completed competition as well as the overall ranking in this discipline. You can easily get an overview of the positions of your skiers as their names are highlighted. Use the directional buttons to move up and down the ranking. Close the table by pressing X.

Rules

LEAGUE SYSTEM & DISCIPLINES
There are three leagues: JUNIOR LEAGUE, AMATEUR LEAGUE, and PROFESSIONAL LEAGUE. In these leagues, 11, 19, and 32 competitions are held respectively in each season. Each league contains the disciplines Downhill, Super-G, Giant Slalom, and Slalom. At the end of each season the best skiers fight for the championships. In each discipline competitions/cups are held during the season. There are 48 participants in each league who take part in any competition of the season. In Downhill and Super-G there is only one run per competition. In Giant Slalom and Slalom there are two runs and the times of both runs are added for an overall result. Only the fastest 30 skiers of the first run qualify for the second run.

CUP POINTS
The best 30 skiers from each competition get Cup Points according to the Cup Points Table. The total of Cup Points gained in each discipline determines the position in this discipline. The total of all Cup Points determines the position in the overall ranking.

QUALIFICATION
If your skier reaches a place in the top five of the overall ranking or a place in the top three ranking of a single discipline at the end of a season, he will be promoted to the next league.

CHAMPIONSHIPS
At the end of each season, championships are held in each league. No Cup Points are awarded for placing in this competition. In each championship a competition is held for each of the four disciplines. The winner of the event is the Junior, Amateur, or World Champion in the respective discipline.

Hint: Do not underestimate the Test Run. Memorize the track's course and look out for difficult passages, so you are well prepared for the real race.

Main Menu

QUICK START

In Quick Start Mode you will take a pre-selected skier on a given ski run. Use the directional buttons to choose one of the preset combinations. Below these settings, you can see information about the league, the skier, and the track you will run on. Furthermore, you can see the skier's characteristics. Once you have made a choice press X to start.

PRACTICE MODE

In Practice Mode you can practice outside competitions on the different tracks and practice getting the wax mixture right. You can choose the skier, track, and weather conditions for your practice runs. You can do runs as often as you like. Furthermore, the Practice Mode allows you to set your own weather conditions before each run using the "Weather" menu item. The following functions are to be found in the Practice Mode Menu:

Start

Starts the race with the settings indicated.

Track

Allows you to change the track and discipline. Use the up and down directional buttons to change between adjusting the discipline and the track selection. Use the left and right directional buttons to choose a discipline or a track. Press X to confirm your selections.

Skier

Allows you to choose the skier you would like to practice with. You can choose from a preset skier or one you have previously created.

Weather

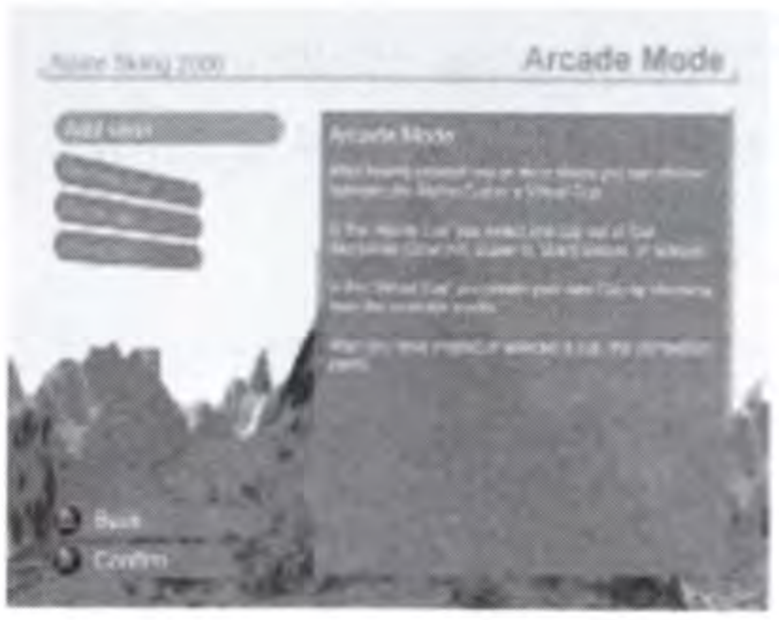
Allows you to customize the weather conditions. These are initially set by random, but you can adjust several parameters to set them to your own liking. You can change wind direction, wind speed, and even the gust strength. You can also change the composition of the snow and set temperature and humidity. To change a parameter move the selection bar to the corresponding row with the up and down directional buttons and then make your changes using the left and right directional buttons.

Waxing

Here you can practice setting your wax mixture. *Please refer to the section on "Manual Waxing" in the Career Mode Menu for further details.*

Hint: If waxing seems too complicated at first, simply make sure you have the right proportion of powder snow wax and coarse snow wax.

ARCADE MODE



Create an Arcade skier to race on one of the alpine tracks or to take part in a Virtual Cup designed by yourself.

Add
Allows you to add one of the seven preset skiers to the list of skiers. Choose a skier using the directional buttons and press X to confirm.

Remove
Removes the last skier added to the list.

Alpine Cup
Choose the league and discipline in which you would like to start then press X to begin.

Virtual Cup
If you wish to play a Virtual Cup, compile your favorite disciplines and venues by selecting "Add race" and pressing X. Remove the track just added by selecting "Remove race" and pressing X. Once you are ready, select "Start" and press X.

CAREER
In Career Mode you take one or more skiers through their entire career. At the beginning you can only start in the Junior League. You plan the season, take on coaches and waxers, and buy better equipment. You manage prize and sponsorship money and improve your skier's talents until you finally get to the Professional League and contest the most glorious titles.
Please refer to the section "Career Mode" for further details.

SKIER
In this menu you can create a new skier as well as modify or delete existing skiers. Select "New" and press X to create a new skier. Choose the degree of difficulty corresponding to your skills. You can choose between "Simple", "Medium", and "Simulation".

Simple: You get 20 Talent Points and an Entry Fee of $10,000. You can earn a maximum of 100 Talent Points for improving your talents in all four disciplines to the maximum of 25 and thus form a 'perfect' skier. A maximum of five gate faults are allowed in each race before your skier is disqualified.

Medium: 15 Talent Points and $7,500. You can earn up to 80 Talent Points. Three gate faults maximum.

Simulation: 10 Talent Points and $5,000. You can earn up to 60 Talent Points. Like in real life, the skier has to concentrate on certain talents and work to improve them. Any gate fault leads to disqualification.

Note: In levels "Simple" and "Medium" you get 2 penalty seconds for every missed gate.

The degree of difficulty you have chosen is symbolized by stars on the skier's portrait. One star stands for "Simple", two for "Medium", and three for "Simulation".

Once you have chosen the degree of difficulty you can choose your skier's appearance, distribute Skill Points among different characteristics and Talent Points among the different disciplines. Initially the points are evenly distributed so you only need to use the directional buttons if you wish to change these settings. After giving your skier a name you can start your career.

Appearance
You can choose between different faces and determine your skier's nationality.

Skills
You can determine your skier's fitness, technique, strength, and motivation. Depending on the degree of difficulty you dispose of a certain amount of skill points to distribute among these four skills. These points are automatically distributed, but you can change this distribution by using the directional buttons. A skier's skills can be improved by practicing between the competitions. *Please refer to the "Training" section in the Career Mode for further details.*

-Fitness determines the skier's general form and has an influence on all other characteristics. It is an important factor for the skier's ability to keep his body in a streamlined position for as long as possible.

-Technique mainly influences your skier's steering behavior. A good technique minimizes speed loss caused by steering maneuvers.

-Strength plays a crucial role for the starting speed.

-Motivation has a positive influence on all your skier's characteristics.

Talent Points
Determine your talents in the four disciplines of Downhill, Super-G, Giant Slalom, and Slalom. You have 5 points per discipline (at level "Simple"). Initially the talent points are evenly distributed. If you wish to change the distribution, go into the respective bars.

Every skier earns Experience Points by taking part in competitions with other skiers. The better your results in a competition are, the more Experience Points your skier earns. Your actual points are displayed in Career Mode below your skier's portrait.

When your skier has earned a certain amount of Experience Points he goes up to the next level and earns Talent Points. These Talent Points can be distributed among the four disciplines to improve your skier's performance.

CHALLENGES

Bode Miller Alpine Skiing offers 16 additional challenges you can attempt in the Career Mode. With every challenge that you accomplish, additional bonus items such as new suits are set free. When you have fulfilled a challenge a note is automatically displayed on the screen. The corresponding item is immediately available in the shop. There is a complete list and description of all challenges in the menu item “Challenges”. Challenges that you have fulfilled are marked with a tick.

RECORDS

The Records Menu shows all best times in Career and Practice for each venue and discipline.

OPTIONS

Audio

You can adjust the volume for the commentators, sound effects, and music in the game and in the menu. You can select to have either music or commentary played during the runs.

Game

Arrows above the gates: You can choose whether to display the marker arrows above the gates.

Toggle 1st person view: You can decide whether you prefer seeing your skier from behind or going down the track in the 1st person perspective. You can also go into the 1st person perspective during the race by using the SELECT button.

Vibration: Turns the vibration of the DUALSHOCK®2 analog controller on or off.

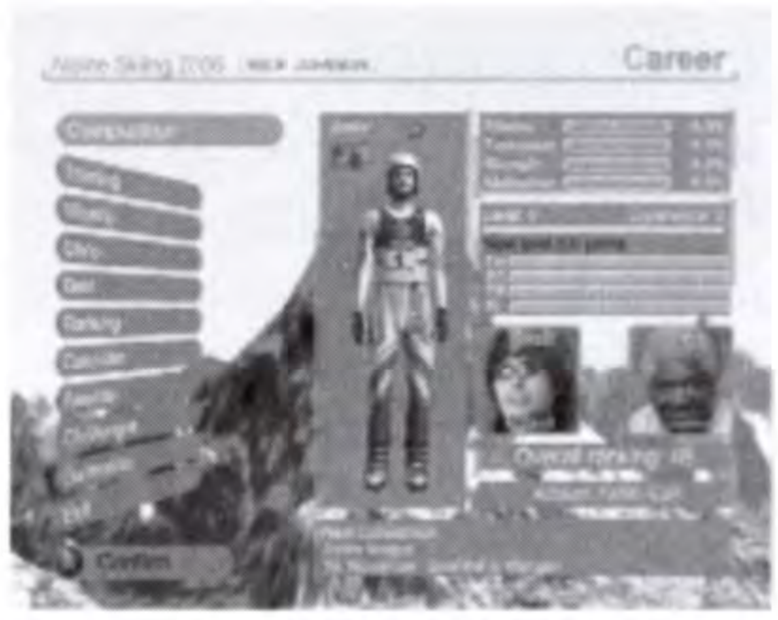
Test Run Default Setting: You can choose whether the default answer to the option of a Test Run is set to “Yes” (Test Run Default Setting: on) or to “No”.

GAME DATA

With this option, you can save the actual score or load any saved score. Please make sure that the Memory Card is in Memory Card slot 1.

Hint: *If you do not make it to the top of the ranking at the beginning, be patient with your skier and give him time to develop. By intensifying training and choosing new equipment he will finally succeed.*

Career Mode



Select "New" and press X to start a new career.
Warning: Any unsaved progress in an active career will be lost. If you wish to continue a previous career, select "Continue" and press X. You can also choose to play the "Bode Miller" career by choosing the "Bode Miller" and pressing X. You will then start a career with a skier pre-configured as Bode Miller.

There are three leagues: JUNIOR LEAGUE, AMATEUR LEAGUE, and PROFESSIONAL LEAGUE. If you are starting a new career then you will start with the Junior League. If continuing a previous career you may be able to select a different league. In order to qualify for the next league a skier must finish within the top 5 of overall rankings and the top 3 of a cup for their current league. It is possible to add up to 12 skiers and have multiple players partake in the career mode.

Training
Your skier has to practice in order to improve his abilities. You can improve your skier's abilities between the competitions in 4 categories:
Fitness - Technique - Strength - Motivation
You can look for a good coach in the "Coach Market" where you can choose among a number of different coaches using the directional buttons. The coaches' talents are as varied as their salary claims. Every coach has their strengths and weaknesses.
Try to find a coach who is specialized in the categories your skier needs the most improvement. In higher leagues there are more efficient coaches available. To select a coach press ● and then select one using the directional buttons. Press X to hire the currently selected coach.

Waxing
Waxing is a crucial factor for success in skiing, as you can considerably improve your speed. There are three ways of waxing the skis:
You can hire a waxer who chooses the right wax mixture for you; in this case, waxing will be done by selecting "Waxing".
If you select "Automatic wax", a wax mixture made of the two free types of wax is produced automatically. This option is only active if you do not have a waxer.
You can also do the waxing yourself by selecting "Manual Wax".

Waxers
Just like with the coach market you can choose among a great variety of waxers in this market. The waxer's quality indicates his performance on good days. But you should also consider his reliability. A waxer with a low reliability

might sometimes create a wax mixture whose quality is far below his potential. You can see these two characteristics below the waxer's portrait. When you have hired a waxer, you do not have to pay for the wax he uses. Waxers, like coaches, are paid per competition. When you have chosen a waxer press X to confirm the hiring and then select "Wax" to have him create a mixture for you.

Automatic Waxing
If you do not want to pay for waxing you can choose automatic waxing. In this case, the wax mixture is produced automatically using the two simplest types of wax. The quality of the wax mixture, however, is not very high. In the Amateur and Professional Leagues this kind of waxing is not sufficient if you want to get into the top rankings. You should take on a waxer instead, or do the waxing yourself if you know your craft.

Manual Waxing
The two boxes to the left-hand side of the screen display information about actual weather conditions and the different types of wax. The most important feature is the proportion of coarse and powder snow. So first choose the corresponding type of wax on the right-hand side of the screen. Below the arrows all wax brands of this type are listed. Quality and price increase the further you go down the list. There is a bar for every type of wax that indicates how much of the wax you have applied. On the left-hand side of the screen all characteristics of the wax are displayed. Choose the type of wax that best fits the current weather conditions and apply the wax on the skis by using the directional buttons and the ● button. If you are playing in the Junior League the result of your settings is shown immediately. In the Amateur and Professional Leagues you do not have this help at your disposal anymore. The abbreviations D, M, and H stand for Dry, Medium, and Humid, indicating the atmospheric humidity. You can also see the temperature at which the wax works best.

When you are finished setting your wax mixture press the X button to proceed.

Example:
- The weather forecast predicts that the snow on the track will consist of 75% powder snow and of 25% coarse snow.
- The atmospheric humidity is at 50%.
- The temperature of the snow is at -19°.
So you first choose a type of wax suitable for powder snow that fits medium humidity and very low temperatures. Apply the wax at 75% on the skis. Afterwards, you choose a type of wax suitable for coarse snow with the same characteristics and apply the wax at 25% on the skis. You can also mix different sorts of one and the same type of wax. For example, if the weather forecast predicts an outside temperature of -7.5° you can mix the types of wax that are suitable for -5° and for -10° in the same proportions.

Within Career Mode you can also spend your money on items to improve your skier, or place a bet on your own performance. You can also decide which events you will take part in by modifying your Calendar.

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1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email atsupport@valcongames.com referencing Bode Miller Alpine Skiing warranty in the subject line.
2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

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